

# Lone Wolf Club Newsletters

## 1986 New Year's Special

**Joe Dever** is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

**Gary Chalk** is the main illustrator of the early Lone Wolf Club Newsletters.

Fan material included herein such as illustrations, fiction and quizzes are © the respective authors and artists.

### **Contributors** for Project Aon Editions

This project would have been impossible without the helpful contributions of:

**David Davis** – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

**Paul Haskell** – providing better quality scans of artwork taken from the books.

**Simon Osborne** – creator and maintainer of this document.

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Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.



# 1986 NEW YEAR'S SPECIAL

An action-packed year lies ahead for Lone Wolf Club members with lots to look forward to including the continuation of the Magnakai series, the publication of Grey Star Books 2, 3 & 4, and the keenly awaited release of The Magnamund Companion.

We wish Kai Lords everywhere a happy 1986.





# Monastery Mailbag

A SELECTION OF LETTERS  
FROM LONE WOLF FANS

Dear Kai Lords,

I am a great fan of Lone Wolf and think the books are by far the best around. Please could you answer these questions for me:

1. What is the feast of Fehmarn celebrating?
2. How old is Lone Wolf?
3. How old are the Kai?

Keep up your brilliant work!

Wayne Gooderham, NORTHOLT, MIDDX

The Feast of Fehmarn is an annual celebration in Sommerlund when all Sommlending swear an oath of loyalty to their King. The Oath of Fehmarn is first taken upon reaching the seventh birthday, and is renewed once a year on the first day of spring to remind all Sommlending that their highest duty is to protect their country by serving their King in times of trouble.

At the time of the massacre of the Kai, Lone Wolf is fifteen years old. Events in Books 1 & 2 take place in the year MS 5050; Lone Wolf was born in the year MS 5035. Throughout northern and southern Magnamund, all reckoning is dated by the Moonstone (MS), the date on which this gem of power was created by the Shianti. The years before its creation are shown by placing the date prior to the letters MS (e.g. 3647 MS). The years after its creation are denoted by the date being placed after the letters (e.g. MS 5050).

The Order of the Kai was established by Sun Eagle, the first Kai Grand Master, in the year MS 3810. At the time of their massacre, the order was 1,240 years old!

Dear Kai Lords,

Having just become a Kai Master after completing your brilliant adventure 'Shadow on the Sand', I am hoping you can answer some questions of mine—

1. Is Grey Star alive at the same time as Lone Wolf?
2. What is the strange creature with just a head, feet and tail that features on the letters page?
3. When Lone Wolf is a Master, does he teach others his Kai skills at the monastery?

4. Who has nicked the flag off the top of the town of Kuchek? It was there on the map of 'Chasm of Doom', but not in 'Shadow on the Sand'.

Yours faithfully,

Chris Bormond, WREXHAM

Yes, Grey Star and Lone Wolf are alive at the same time. The events in Grey Star Book 1 are set in the same year in Lone Wolf Books 1 & 2. Grey Star was born in MS 5034, and is one year older than Lone Wolf.

The creature seen above is a genetic mutation, a victim of Vonotar the Traitor's experiments in the Laboratory of Nightmares in Ikaya (see entry no. 292 in 'The Caverns of Kalte'.) The head belongs to an unfortunate trader who fell foul of some Ice Barbarians at Ljuk; the feet belong to the Ice Barbarian who captured him; and the tail came from a dissected Javek!

Upon completion of all ten basic Kai Disciplines, traditionally a Kai Lord becomes a Kai Master. The pupil is now a teacher whose role it is to train young Novices in the way of the Kai, while he still receives instruction into the secrets of the Magnakai from higher-ranking Masters. However, due to the massacre of the Kai, Lone Wolf must now complete the Magnakai quest before he can fully establish the order once more.

The missing flag has caused Gary much embarrassment since the publication of



'Shadow on the Sand'. He sends his apologies and hopes that it didn't spoil the adventure for anyone.

Dear Kai Lords,

While reading 'Grey Star the Wizard', I had the dubious pleasure of meeting the frog-like 'Quoku'. It was at location no. 266, and, given the option of running away and being of a cowardly nature, I ran and turned to 333. Imagine my surprise when I found myself back in the Darkling Room of Mother Magri! Other than this, I enjoyed Grey Star and I think that the Lone Wolf books are truly outstanding. By the way, how do you say 'Quoku'?

Yours magically,

Justin Whitehouse (Grey Star Quoku-crusher) PETERBORO

The correct page reference at entry no. 266 is 330 and not 333. This error was made by the typesetters and unfortunately it slipped our notice when we rechecked the text. Needless to say, all those responsible have been hurled into the Darkling Room for their crime!

'Quoku' is pronounced 'Quo' (as in Joe), 'ku' (as in you).

IF YOU HAVE ANY HINTS, TIPS QUESTIONS OR COMMENTS ABOUT THE LONE WOLF SERIES, SEND THEM TO:

LONE WOLF CLUB  
BEAVER BOOKS  
BROOKMOUNT HOUSE  
62-65 CHANDOS PLACE  
COVENT GARDEN  
LONDON WC2N 4NW



# The Kai Konnection



The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: DAVID HAYLES  
Age: 15  
Address: England  
Hobbies: Gamebooks, Asimov, Tolkien, Beano, Warlock & Dr Who mags.  
Would like a pen-pal (boy / girl) with similar interests.

Name: RICHARD ODDIE  
Age: 11 ½  
Address: Canada  
Hobbies: Gamebooks, D&D, reading and Transformers.  
Would like an intelligent pen-pal, preferably male, aged 10-12, with a good sense of humour.

Name: REBECCA WILLAMOTT  
Age: 12  
Address: England  
Hobbies: Swimming, reading adventure gamebooks and cats.  
Would like a pen-pal (boy / girl) aged 12-14, with similar interests.

Name: EDWARD HICKEY  
Age: 14  
Address: Eire  
Hobbies: Electronics, computers (Vic 20), D&D, coins & keyrings (over 100).  
Would like a pen-pal (boy / girl) with similar interests, especially if you are into Play-By-Mailing (PBMing).

Name: WILLIAM CUMMINS  
Age: 10  
Address: England  
Hobbies: Gamebooks, swimming, D&D and Car Wars.  
Would like a pen-pal (boy / girl) who is mad on role-playing games.

Name: DANIEL WALDING  
Age: 12  
Address: Australia  
Hobbies: Surfing, football (Aussie rules!), Dr Who & Lone Wolf.  
Would like a pen-pal (boy / girl) with similar interests.

Name: SIMON DEAN  
Age: 9  
Address: England  
Hobbies: Computers, gamebooks, lego, swimming.  
Would like a boy pen-pal with similar interests.

Name: ANDREW JOHNS  
Age: 14  
Address: England  
Hobbies: AD&D, D&D, MERP, Warhammer, Laserburn, T&T, gamebooks, White Dwarf, miniatures, Tolkien & Conan books.  
Would like a boy pen-pal into role-playing games (pref. MERP) and who has similar hobbies.

Name: GARY CLARKE  
Age: 12  
Address: Co. Durham  
Hobbies: Gamebooks, MERP, card tricks & Traveller RPG.  
Would like a pen-pal (pref. girl) in another part of the UK.

NAME: NATHAN SMITH  
Age: 12  
Address: England  
Hobbies: Swimming, computers, pop music, football & Lone Wolf gamebooks.  
Would like a pen-pal (boy) of similar age and interests.

Name: SEAN HAMBLIN  
Age: 12  
Address: England  
Hobbies: Warhammer, collecting miniatures, fantasy art & game-books.  
Would like a pen-pal (boy / girl) with similar interests.

Name: ADAM COOPER  
Age: 8  
Address: England  
Hobbies: Gamebooks, stamps, football, reading, swimming & drawing.  
Would like a pen-pal (boy / girl) of similar age and interests.

Cont. on next page



## Kai Konnection Form:

NAME: .....

ADDRESS: .....

..... AGE: .....

YOUR HOBBIES / INTERESTS .....

TYPE OF PEN-PAL YOU WOULD LIKE .....

.....

Fill in this form in BLOCK CAPITALS please, and send it to:

LONE WOLF CLUB (KK), 62-65 Chandos Place, London, WC2N 4NW

YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).

Name: GORDON STEWART  
 Age: 16  
 Address: Scotland  
 Hobbies: Lone Wolf, AD&D, Middle Earth, Metal miniatures, Tolkien.  
 Would like to hear from anyone with similar interests.

Name: DAVID CLAY  
 Age: 12  
 Address: England  
 Hobbies: Warhammer, RPGs, AD&D, solo adventures, fantasy art.  
 Would like a pen-pal (boy / girl) with similar interests.

Name: KAREN LINEHAN  
 Age: 7  
 Address: England  
 Hobbies: Collecting woven badges, sport and drawing.  
 Would like a pen-pal (boy / girl) who is good at letter writing.

Name: IAN HUNTER  
 Age: 14  
 Address: England  
 Hobbies: Most RPGs & gamebooks, sport, collecting bottles, metal miniatures, White Dwarf magazine.  
 Would like a pen-pal (boy / girl) of similar age & interests.

Name: GULVINDER RAJU  
 Age: 12  
 Address: England  
 Hobbies: Lone Wolf, music, rapping & body-popping.  
 Would like to hear from anyone of similar age and interests, especially if you are into cricket, football or snooker.

Name: ANTHONY MURPHY  
 Age: 15  
 Address: England  
 Hobbies: Martial arts, Queen (the group), Richard Prior films, RPGs, fantasy art.  
 Would like a pen-pal (boy / girl) who is not into Wham!, but likes the Rocky Horror Show. Dulls need not apply!

Name: ANDREW BRAY  
 Age: 9  
 Address: England  
 Hobbies: Gamebooks, sports, cubs, writing solo adventures.  
 Would like a male pen-pal with similar interests.

Name: IAIN WAUGH  
 Age: 14  
 Address: Scotland  
 Hobbies: Painting metal miniatures, Moorcock, Tolkien, D&D and Charlie Brown cartoons.  
 Would like to hear from anyone who likes writing letters and is into fantasy (no Giaks, please).

Name: KATHARINE JONES  
 Age: 12  
 Address: England  
 Hobbies: Fantasy gamebooks, astronomy and Wham!  
 Would like a pen-pal (boy or girl) with similar interests.

## THE SUMMER SPECIAL CROSSWORD COMPETITION

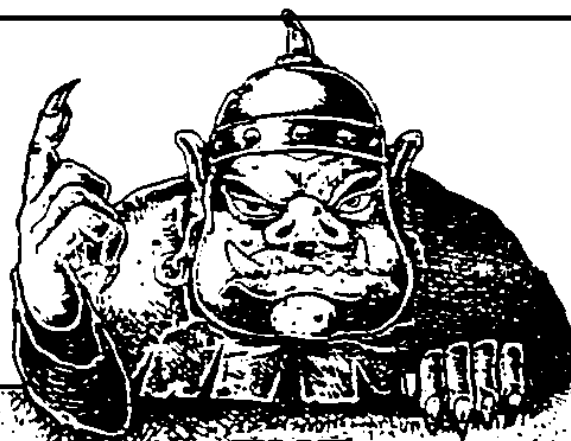
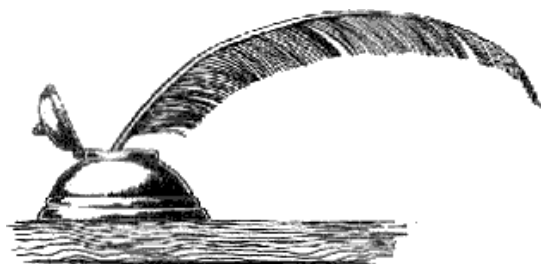
The winner of this challenging event was:

DAVID CUTHBERT of NORFOLK

David won a deluxe multi-function wristwatch and a complete set of autographed Lone Wolf books. The runners-up in the competition were:

LYDIA DOCKERILL of HERTFORD  
 PAUL DE SA of NEWCASTLE  
 BRUCE SCOTT of SCOTLAND  
 JIM CLARKE of BELFAST  
 RALPH CONNOR of ESSEX

Our congratulations to David, Lydia, Paul, Bruce, Jim, and Ralph, and to all the other Kai Lords who took part in the Summer Special Crossword Competition.



## THE SOLUTION

|     |   |   |     |   |   |    |   |     |     |    |     |   |     |     |   |     |     |     |   |   |   |
|-----|---|---|-----|---|---|----|---|-----|-----|----|-----|---|-----|-----|---|-----|-----|-----|---|---|---|
| 1.  | C | L | O   | U | D | M  | A | K   | E   | R  |     |   |     | 48. | M | O   | B   |     |   |   |   |
|     | A |   | 2.  | A | P | E  |   |     |     | 3. | M   | A | P   |     | A |     |     |     |   |   |   |
| 5.  | R | A | T   |   |   | 8. | A | S   | A   | J  | I   | R |     | 45. | X | A   | N   | E   |   |   |   |
|     | T |   |     |   |   |    | T |     |     |    | 11. | T | E   | N   |   | 44. | K   | O   | S |   |   |
| 12. | W | I | S   | E | H | A  | W | K   |     |    |     |   |     | 41. | O | D   | E   |     | H |   |   |
|     | H |   | P   |   | H |    |   |     |     |    |     |   | 40. | R   | U | A   | N   | O   | N |   |   |
| 14. | E | A | R   |   | U |    |   | 15. | A   | S  | P   |   |     | G   |   | G   |     | A   |   |   |   |
|     | E |   | 18. | O | I | L  |   |     | 19. | T  | O   |   |     |     |   | 39. | O   | A   | R |   |   |
| 20. | L | E | G   |   | K |    |   | 21. | V   | O  | N   | O | T   | A   | R |     |     |     |   |   |   |
|     |   |   | 22. | G | O | S  |   | 23. | L   | I  | N   | G |     |     |   | G   |     | 38. | R |   |   |
| 25. | F |   |     |   |   |    |   | 24. | A   | G  | E   |   |     | 36. | P |     | 37. | C   | E | N | A |
| 27. | E | L | I   | M |   |    |   | 26. | M   | I  | S   | S | I   | L   | E |     |     |     |   | N |   |
|     | N |   | 30. | T | E | M  | E | L   |     |    |     |   |     | 32. | K |     | 35. | A   | G | O | G |
|     | O |   |     |   | R |    |   |     |     |    | 32. | D | U   | E   |   |     |     |     |   | E |   |
| 31. | R | E | D   | E | E | M  | E | R   | S   |    |     |   |     | 34. | E | E   | M   | I   | R |   |   |

# News from the Monastery

1986 promises to be an exciting and very busy time for everyone involved in the Lone Wolf / Grey Star series. A team of six artists, headed by Gary Chalk, have been working around the clock on the Magnamund Companion project following completion of the text and maps by Joe Dever. The finished book will be a large-format paperback (approx. 210mm x 280mm) containing ten chapters, and illustrated with superb colour and black & white artwork throughout. We will be featuring snippets from the Companion in future newsletters, but to whet your adventurous appetites, here is a list of the chapter headings:

**THE AGES OF MAGNAMUND**: Full history with detailed colour maps of northern and southern Magnamund, showing geographical/political divisions & the spread of civilisations.

**THE NATIONS OF MAGNAMUND**: Details of the 73 nations—rulers, populations, resources, capitals and currencies. Valuable information for all role-players who wish to set their adventures in Magnamund.

**THE DARKLORDS**: Their purpose and rise to power; the creatures of Helgedad; the fighting power of the Darklords; their weapons.

**THE KAI LORDS**: Full history of the Kai plus a full-colour cut-away illustration of the Kai Monastery and grounds.

**RAGADORN TAVERN**: A multi-player game with scenarios, counters and full-colour gameboard.

**SOMMERLUND**: History of the Sun-Realm including 'The Warriors of Sommerlund'—a detailed study of the army and its heroes.

**SOMMLENDING TALES**: Three short stories about the lives and adventures of three Sommlending boys: Lorin Faldon, Aran Rolny and Jac Taynor.



**GIAKS**: A history of these ferocious fighters plus full details of their army structure and battle tactics. The Giak Language: how to speak, write and translate it, with a vocabulary list and Helgedad Phrase Book!

**MODELLING MAGNAMUND**: Hints and tips for the construction of three great modelling projects: The Kai Monastery, a Death Hulk, and Banedon's *Skyrider*. Full-colour double-page action photographs of the finished models plus line drawings throughout.

**SOLO ADVENTURE**: 'Dawn of the Darklords' A complete solo adventure in which you play the role of Banedon—Journeyman of the Magician's Guild of Toran.

Signed copies of the Companion (provisionally priced at £6.95) will be available to club members on the day of publication. Watch out for the order form in a future newsletter.

Games Day '85 proved to be a great success with an attendance of 9000 games fans over the two days. It was really good to meet and talk to so many club members, and we'd like to thank all who came to the show, especially Keith, Richard, Graham, Mirkos, Tristan, Jason and Andrew!

Did you know that 'Fire on the Water' was voted 'Best Solo Gamebook of the Year' by readers of White Dwarf Magazine, and Joe Dever was a runner-up in the 'Best Games Personality' category? Well, it's true, thanks to the thousands of RPG fans who voted for Lone Wolf in the Games Day Awards.

Following many requests from overseas readers, membership of the LWC has now been made available worldwide. Here are the foreign membership rates for 1986 (six newsletters / air mail):

|                        |              |
|------------------------|--------------|
| EUROPE / EIRE          | <u>£3.50</u> |
| USA / CANADA / S.      |              |
| AFRICA /               |              |
| MALAYSIA / SINGAPORE / | <u>£6.50</u> |
| HONG KONG / INDIA      |              |
| AUSTRALIA / NEW        |              |
| ZEALAND                | <u>£7.00</u> |

The quest for the Moonstone continues when Urik, elder of the Kundi tribe, leads you on a perilous journey to the city of Gyanima in 'THE FORBIDDEN CITY', Book 2 of the Grey Star series. Publication date is 20<sup>th</sup> March 1986, and signed copies can be ordered in advance by club members.

# WARLOCK

## QUEST

**1**

You are standing in the High Street, frantically searching for the nearest newsagent of game shop. Time is of the essence. You know that the latest issue of Warlock is out, but where will you find it, here in Lower Bracegirdle? If you decide that it is a lost cause, go to **2**; if you want to try your friendly newsagent, go to **3**.

**2**

With your head hung sullenly you amble back to your home. As you reach the bedroom and begin looking for The Kingdoms of Terror, a thought flashes through your mind. *Why don't I subscribe?!* If you would like to subscribe, go to **7**; if you don't want to, go to **4**.

**3**

You push open the door and enter. Carefully you avoid the toddler carefully pulling down the newsagent's display of surplus Easter Eggs (!). Your eyes flit across the rows of magazines: *Beano*, *2000AD*, ...*Warlock*! You spring like a panther towards the defenceless magazine. Providence is not with you: as you reach the rack a small boy snatches the last remaining copy and makes for the counter to pay for it.

Cursing as you crash into the wall, you realise that this is probably the last copy within fifty miles of Lower Bracegirdle! Will you return home, go to **2**; or will you continue your fruitless search for the fabled tome, go to **5**?



**4**

Smoke begins to fill the room, and the acrid smell of a creature that has not had a bath in some time assails your nostrils. As the smoke clears a small, dark shape faces you. Grabbing your copy of the *Lone Wolf* you

prepare to do combat with the creature.

### DEREK THE TROLL

Combat Skill 0      Endurance 30

(You may use your Magnakai skills to defeat this fearsome beast.) If you win, (as you no doubt will) go to **6**; if you lose, go back to the drawing board and start again.

**5**

Three pairs of shoes are consigned to the bin, worn out in your search for *Warlock*. Grudgingly, you finally give up—go to **2**.

**6**

Derek's final gasps warn you that you will be doomed to fight him eternally until you subscribe to *Warlock* and discover his secret—he stars in the magazine every issue. If you still don't want to subscribe, go to **4**; if you do, go to **7**.

**7**

Fill out the form below and discover than *Lone Wolf Club* members are entitled to 50p off the subscription charge! and that every issue has a complete solo adventure!

**I would like to subscribe to Warlock magazine; please start my subscription with issue .....**

**NAME.....**

**ADDRESS .....**

.....

.....

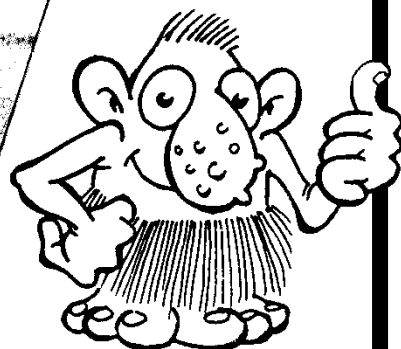
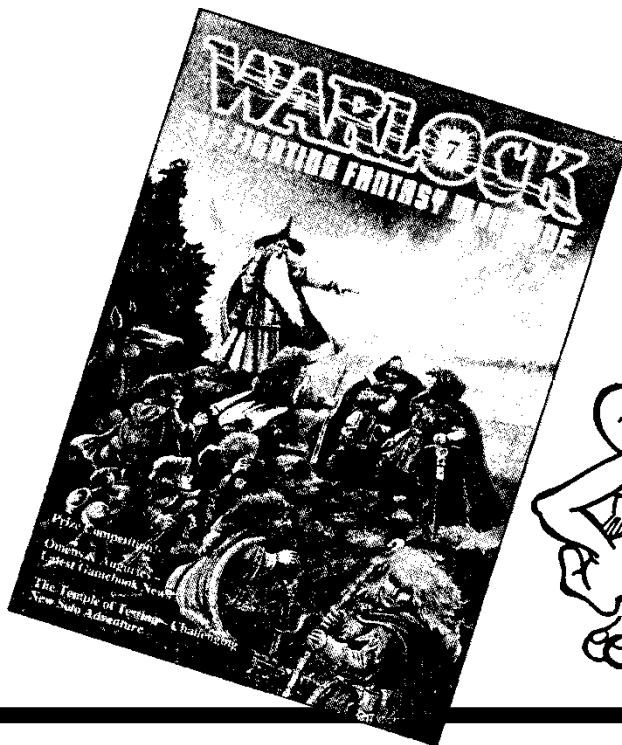
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**I enclose £5 for the next six issues of Warlock.**

Cheques and postal orders should be made payable to Games Workshop Ltd. Please send this form to: Games Workshop, Chewton Street, Hilltop, Eastwood, Nottinghamshire.

Access and Visa card telephone orders: 0773 769522.

**Read it. Derek needs you!**



# MAGNAMUND

© JD '86

A condensed history of the last free planet of Aon, covering the major events that have shaped this world in the 18,000 years from its creation to the defeat of Darklord Zagarna.

In the silent darkness before the creation of Magnamund, a titanic struggle raged between the formless, shapeless gods of Good and Evil. Ageless and unceasing was their conflict until the Peace of Ishir heralded an uneasy truce between the powers of life and death. Goddess Ishir, High Priestess of the Moon, sealed a promise with Naar, the King of the Darkness, by which their endless war might cease. A great vessel was shaped from the truth of her pledge into which Naar infused the essence of his terrible power. Their creation became Aon, the 'Great Balance', and from this seed grew a universe filled with light and dark, life and death, hope and despair. The Lords of Good and Evil looked down upon Aon in wonder, and so greatly did they desire to enter and control their creation that the Peace of Ishir was ended, and their struggle was born anew.

The many jewels of Aon shone brightly in the darkness and swiftly were they claimed by the gods. As one world fell to Evil, so another was saved by Good, until just one, the brightest jewel of them all, remained unclaimed and unconquered. The great powers marshalled their forces in preparation for the final, momentous battle that would decide the fate of Aon, for control over the last world would tip the balance in favour of the victor and banish the defeated gods to the Void from whence they came. And so it was that Magnamund, the last free world of Aon, became a battleground of the gods—the keystone of power in the war between Good and Evil.

The forces of the noble god Kai, Lord of the Sun, were the first to enter the primeval world of Magnamund, and in doing so they became mortal creatures. They chose to dwell in the depths of the oceans where they took the shape of sea dragons of massive size and power. Kai spoke to Nyxator, a dragon of immense wisdom, and warned him of the birth of evil among his brethren. Nyxator led the true dragons onto the land and created the realm of Cynx to avoid the evil spawn of Naar who were hatching in the depths of the sea. In his wisdom, Nyxator created the Lorestones in order to preserve the powers bestowed upon him by the great god Kai. The dragons of Naar emerged from the sea and waged war on Cynx, destroying it with a rain of fire that lasted many centuries. Nyxator escaped and rallied his brothers to fight again, but he was finally defeated and forced to take refuge at the molten core of the planet. The dragons of Naar burned and savaged the land, laying all to waste in an orgy of triumphant destruction. But in doing so they sealed their own doom for they were now mortal creatures.

Following their extinction, the King of the Darkness sought to destroy Nyxator by other means. He caused the land to seethe and boil, to erupt, twist and tear. For two thousand years Magnamund was tortured, but it refused to yield its hidden refugee. In desperation, Naar sent forth his most powerful servant—Agarash the Damned. In the year 6700 MS, he arose and conquered southern Magnamund, creating the Doomstones in mockery of the





Lorestones of Nyxator. In the depths of his fortress of Naaros, he used them to breed a legion of dreadful forms—the Agarashi, the Creatures of Darkness. They were let loose upon the ravaged land and nowhere was safe from their insatiable hunger. The power of Agarash grew unchecked; he forged great weapons of power and raised the dead to do his bidding. He became invincible, but still his purpose was unfulfilled: Nyxator still lived.



In the year 5246 MS, with all Magnamund at his feet, Agarash began the Great Hunt. His search took him to the depths of the world and culminated in a fiery duel at the very core, in which Nyxator was slain and the Lorestones captured. For two hundred years Agarash sought a means of destroying the Lorestones. They were the last vestige of Good in Magnamund, and their destruction would bring total victory to his master. For the gods Ishir and Kai, it was the nadir of their struggle. Yet, in the depths of their desperation they conceived a new power to save their cause—the power of magic.

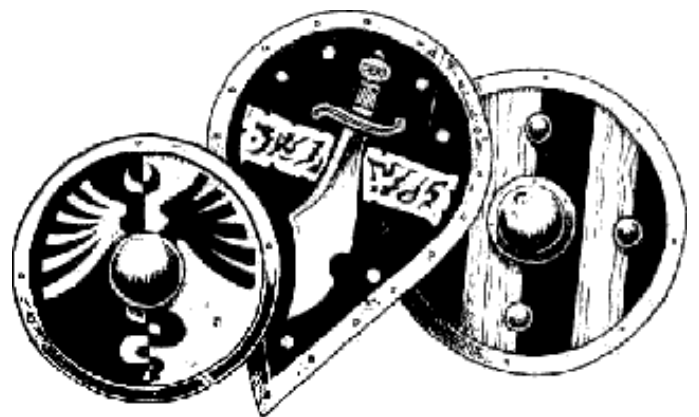


In the year 4570 MS, the gods Ishir and Kai sent forth the magical Elder Magi to challenge the mighty Agarash, servant of Darkness. They planned and undertook a daring assault upon his fortress of Naaros and recaptured the stolen Lorestones while he slept, entranced by their spells. Enraged to a terrible fury, Agarash unleashed his Creatures of

Darkness and waged a horrific war upon the Elder Magi that lasted one thousand years. Outnumbered by their foes, the Elder Magi used their powers to devastating effect by charming the Agarashi and turning them against one another. It was thus that they brought about the downfall of Agarash and the destruction of his fortress in 3572 MS.



With the ruin of the Agarashi Empire, the pendulum of fate swung in a favourable arc towards the powers of Good. The land became stable and fertile, flora and fauna grew in abundance, and the Elder Magi grew in wisdom through the study of the Lorestones. The Age of the Old Kingdoms welcomed the arrival of new civilisations and new hope for a world scarred by war, but it also saw the emergence of a sinister force. The Cenerese, a race of treacherous druids, appeared in central Magnamund shortly before the outbreak of the Great Plague (2514 MS) which swept slowly and systematically across the world, leaving the Elder Magi decimated in its wake. Cenerese power grew until the arrival of the Herbalish, a holy order devoted to the healing arts, who defeated them in a bitter war.



In the year 1600 MS, an accident took place that was to alter the balance and course of history. A race of lesser gods called the Shianti appeared by means of a 'Shadow Gate'—a door between the material world

of Magnamund and the astral world of the Daziarn. At first they settled in the southern reaches of Magnamund, but as the centuries passed, they grew ambitious and sought to increase their knowledge of their new home and discover the secrets of the Daziarn. Their culture spread to the north and east where they were known by several names (Majhan, Suukon, Ancients). Their quest for knowledge was successful and it culminated in the creation of the Moonstone, a gem of power formed in the astral Daziarn that became the focus of their wisdom, their magic and their very existence. It saw the dawn of their Golden Age, an era that brought health and plenty to all creatures of Magnamund. Many humans arrived during this age: the Mythenish and Tianese in the south; the Vassa in the east; the Vaderish, Nael and Aluvians in the west; and the Ice Barbarians and Ulnarians in the north. But the presence of the Shianti, and especially their Moonstone on Magnamund, disturbed the balance between the Lords of Good and Evil.

Ishir appeared to the Shianti and persuaded them to relinquish their Moonstone and exile themselves to the remote Isle of Lorn. The Moonstone was returned to the Daziarn and a great exodus took place in which the Shianti abandoned their cities and pledged never to interfere in the affairs of Man or the course of future history. In the years prior to the exodus, a new and evil force had arrived in the west. A barbaric horde of warriors called Drakkarim were laying claim to vast tracts of the north-west, putting to the sword and the torch all that stood in their path. Their name was enough to strike terror in the hearts of men, but they were merely a prelude to the nightmare that was about to begin. Naar, the King of the Darkness, had laboured unceasingly to create



new champions of Evil, and now his task was complete. In the year MS 3072, the Darklords appeared for the first time in northern Magnamund and began their terrible war of desecration. Huge areas of fertile, cultivated land were devastated by fire and pestilence, and turned into volcanic wastelands through the use of evil magic. The Drakkarim nations, in fear and awe of Darklord power, allied themselves to this new force and constructed huge city-fortresses to dominate the lands they had helped to conquer. Never, since the rise of Agarash the Damned, had Magnamund faced such overwhelming evil.



The gods Ishir and Kai mustered their forces to counter the Darklords, but they were woefully ill prepared for the speed with which Naar's new champions of Evil were conquering the land. They sent forth a race of men called Sommlending, a noble breed of warriors both wise and strong, and fortified them further with new magic and a weapon of great power called the Sommerswerd: the Sword of the Sun. In the year MS 3434, the Sommlending forced the Darklords out of the Lastlands and pushed them back beyond the Durncrag Mountains.

They established their homeland of Sommerlund on territory wrested from the Darklords, and constructed their capital, Holmgard, in celebration of their victory. Defeat so inflamed the Darklord commander, Lord Vashna, that he vowed to destroy Sommerlund and its race of men who had dared to challenge his power. For three hundred years he waged wars of attrition against the Sommlending, but his efforts were to end in defeat at the great Battle of Maakengorge. Aided by the army of Durenor, King Ulnar I and his warriors broke Lord Vashna's forces at the Pass of Moytura and drove them all the way back to the Maakengorge. There Lord Vashna was slain in mortal combat with the Sommlending King upon the very brink of the abyss. The defeat of Vashna halted the Darklord invasion, but it did not destroy their considerable power. In order to triumph over each other, both the Darklords and the Sommlending undertook similar quests. Aided by the magicians of Dessi (the last remnants of the Elder Magi), Sun Eagle—the first Kai Lord of Sommerlund—sought to find the lost Lorestones of Nyxator. Meanwhile, in the black city of Helgedad, the Darklords were commencing a quest for the Doomstones of Agarash, lost during the destruction of Naaros.

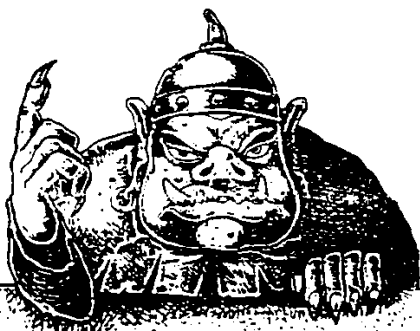
In MS 3822, Sun Eagle completed the Magnakai

quest and established the Order of the Kai to protect the future of his country. Many years later the Darklords completed the Doomstone quest and a new leader, Lord Zagarna, emerged to claim the throne of Helgedad. Under his command the Darklords began the lengthy construction of



fortresses in the Durncrag Mountains in preparation for the eventual invasion of Sommerlund. However, in spite of overwhelming superiority of numbers, the aid of a treacherous Sommlending wizard called Vonotar, and the near-total destruction of the Kai Lords, Zagarna failed to conquer Sommerlund, and was destined to perish himself during the Siege of Holmgard, destroyed by Lone Wolf, last of the Kai, and the power of the Sommerswerd: the Sword of the Sun.





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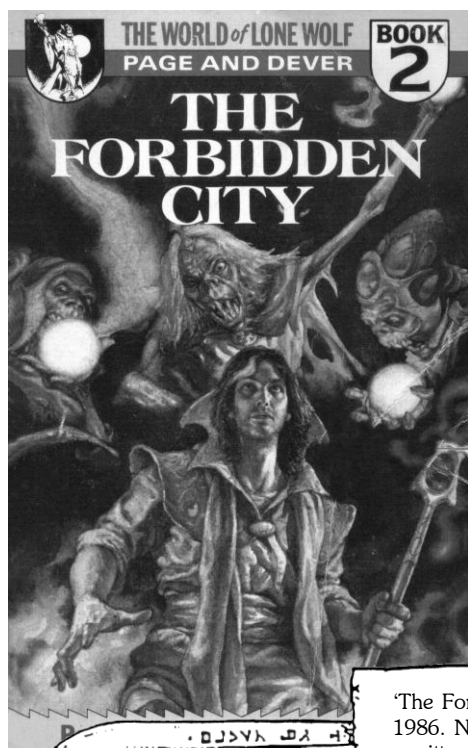
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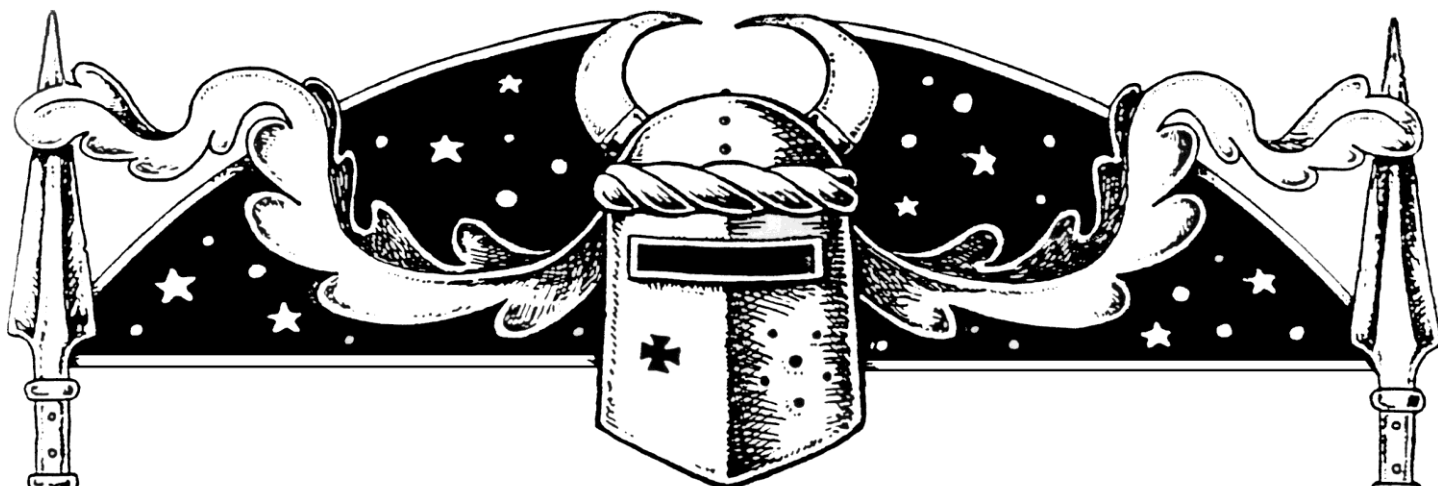
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